City Council Special Work Session December 13, 2022

The City Council of the City of Elizabeth City met in a special call work session on Monday, December 13th, 2022 in Council Chambers, located on the 2nd floor of the Gardner Municipal Building at 306 East Colonial Avenue in Elizabeth City, NC.

MEMBERS PRESENT: Mayor Bettie Parker

Mayor Pro Tem Johnnie Walton

Councilman Kem Spence (Arrived at 5:53 p.m.)

Councilman Billy Caudle Councilwoman Jeannie Young

Councilman Darius Horton (Arrived at 5:41 p.m.)

Councilman Michael Brooks

MEMBERS ABSENT: Councilman Chris Ruffieux

OTHERS PRESENT: City Attorney Bill Morgan

City Clerk April Onley

The City Council special work session was called to order by Mayor Bettie Parker at 5:38 p.m. Mayor Parker welcomed everyone to the meeting and recognized Councilman Caudle to give the invocation, after which everyone joined in for the Pledge of Allegiance.

1. Agenda Adjustments and Approval:

Mayor Parker asked the Council's pleasure on the presented agenda.

Motion was made by Councilman Billy Caudle, seconded by Councilman Michael Brooks to approve the agenda as presented. Those voting in favor of the motion were: Brooks, Walton, Young, Horton, and Caudle. Against: None. Motion carried.

2. Statement of Disclosure:

The City Clerk read the Statement of Disclosure. No conflict of interest disclosures regarding items listed on the agenda were made.

3. Closed Session – As Allowed by NCGS 143-318-11(a)(6) Personnel;

Mayor Parker asked for a motion to proceed into closed session.

Motion to go into closed session for as allowed by NCGS 143-318-11(a)(6) for personnel was made by Mayor Pro Tem Johnnie Walton, and seconded by Councilman Billy Caudle. Those voting in favor of the motion were: Brooks., Walton, Young, Horton and Caudle. Against: None.

4. Adjournment

The Council returned to open session at 6:55 p.m. There being no further business to be discussed, Mayor Parker adjourned the meeting at 6:55 p.m.

	Bettie J. Parker	
	Mayor	
April Onley, NCCMC		
City Clerk		